SIERRA®

SIERRA ON-LINE, INC. • COARSEGOLD, CA 93614 • (209) 683-8989
® is a registered trademark of Sierra On-Line, Inc.
© 1990 Sierra On-Line, Inc. Printed in the U.S.A.

005301000

Oil's Well®

MANUAL

OIL'S WELL®

Executive Producer
Ken Williams

Creative Director
Bill Davis

Producer
Guruka Singh Khalsa

Original Game Concept By
Thomas Mitchell

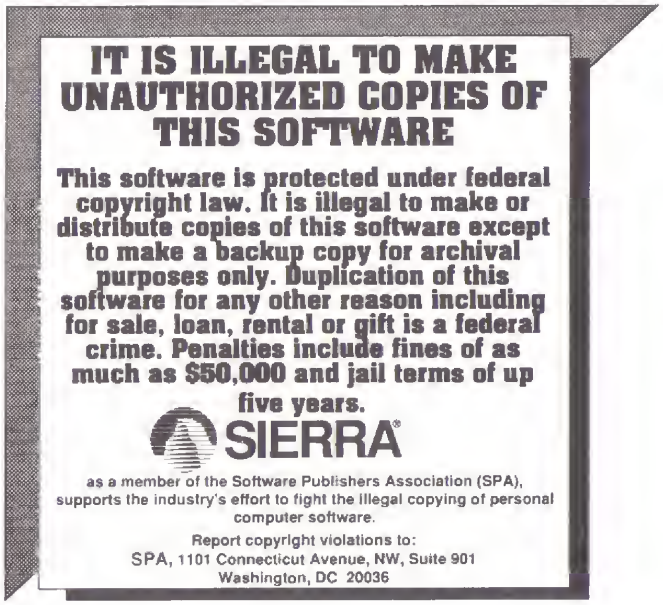
IBM Version Programmed By
William Rieder

Art
Nancy Hoffelmeyer
Andy Hoyos

Composer
Ken Allen

Cartoon Sound Effects
Mark Seibert

Documentation by
Marti McKenna



LIMITED WARRANTY NOTICE

Sierra On-Line, Inc. wants your continued business. If you fill out the enclosed product registration card and return it to us, you are covered by our warranty. If your software should fail within 90 days of purchase, return it to your dealer or directly to us, and we will replace it free. After 90 days, enclose $5 for 5.25" disks (or $10 for 3.5" disks) and return the software directly to us. Sorry, without the registration card you are not covered by the warranty. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

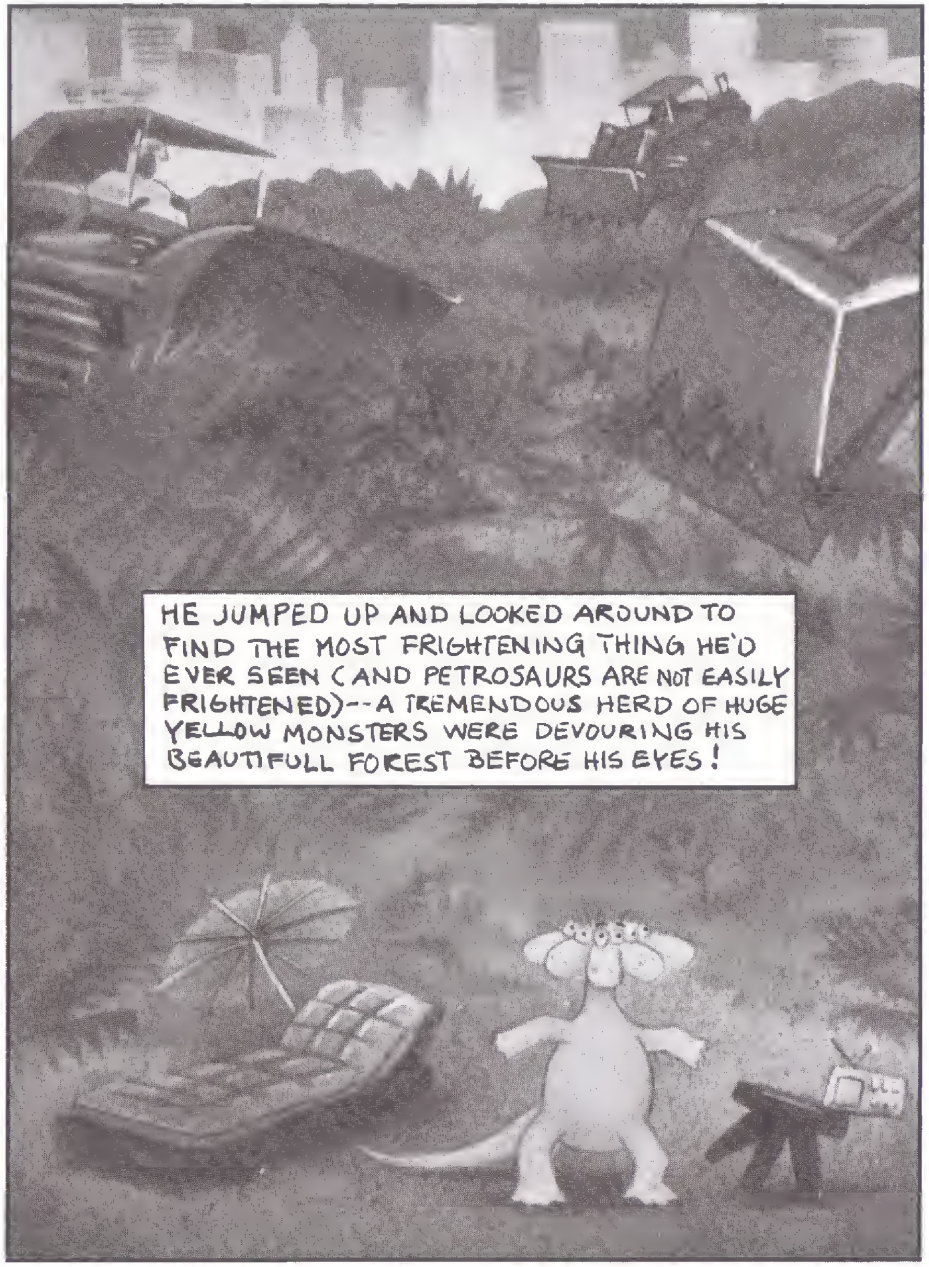
COPYRIGHT NOTICE

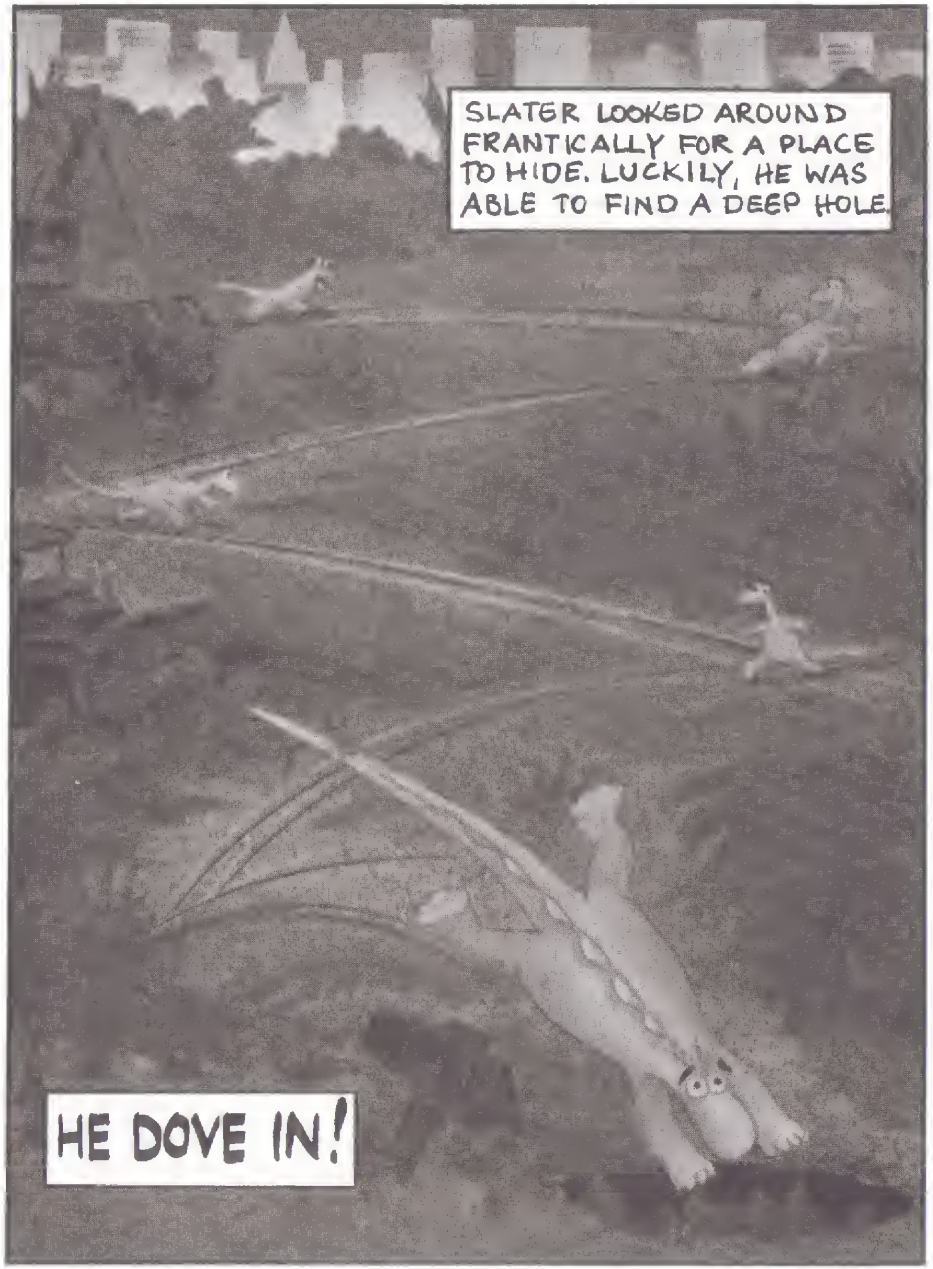
This manual, and the software described in this manual, are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated or reduced to any electronic medium or machine-readable form without the prior written consent of Sierra On-Line, Inc., P.O. Box 485, Coarsegold, CA 93614.

TABLE OF CONTENTS

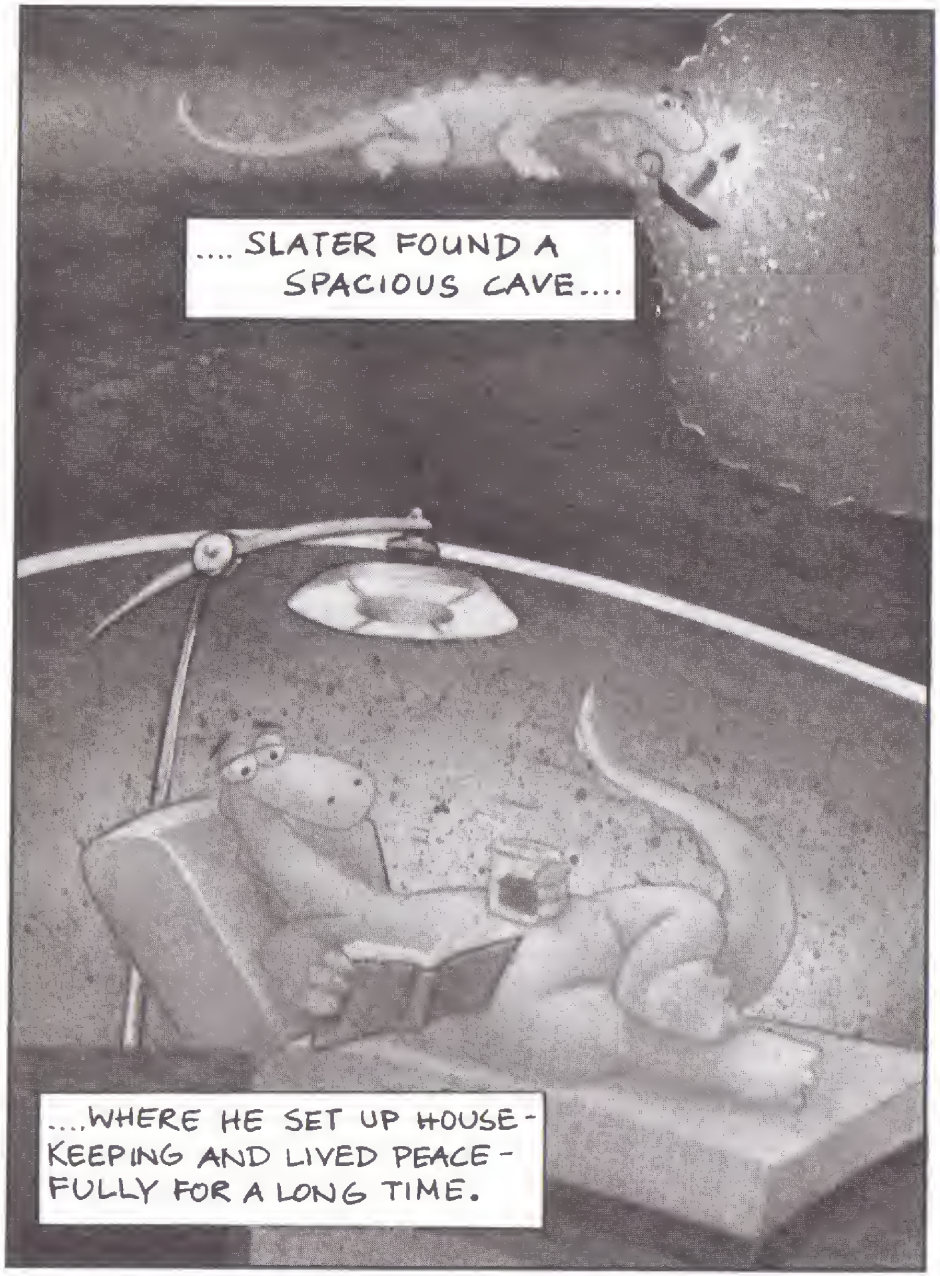
What's the Point (An overview) 10
Your Drill Bit and You 10
Oil, That is 11
Goblets: Fact or Fiction? 11
Land Mines For Fun and Profit 11
The Dreaded Critter 11
Petromins Are Our Friends 11
Getting Started 12
Installing the Game 12
Choose Your Weapon 12
Keyboard 12
Mouse 12
Joystick 13
The Self Serve Pump (Setting game difficulty) 14
CommandKeys 14
Problem disk? 15
Technical Help 16

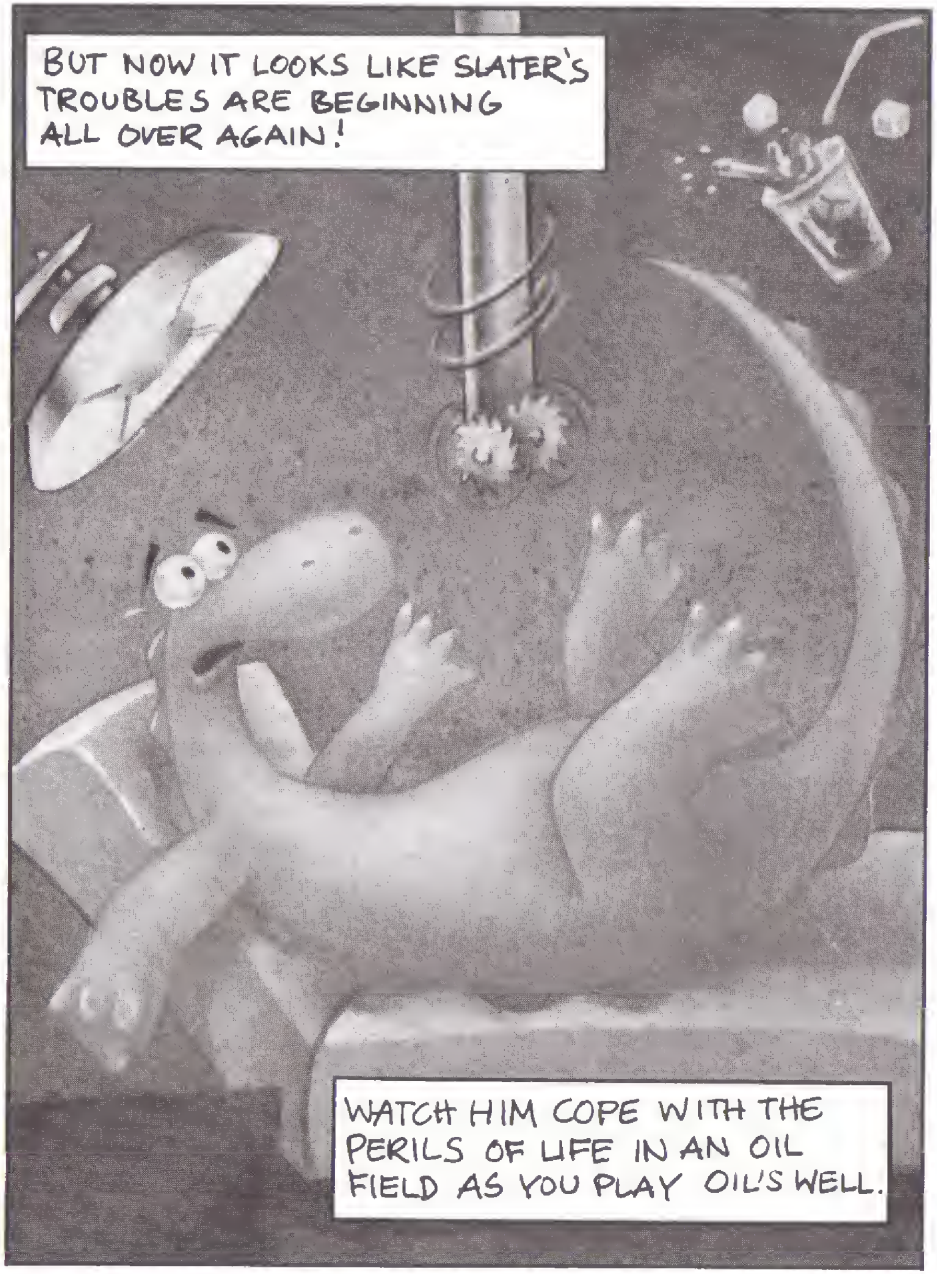
VAROOMMMM...
ONE SUNNY AFTERNOON, WHILE SLATER THE PETROSAUR WAS RELAXING IN HIS FOREST HOME, HE WAS STARTLED BY A TERRIBLE NOISE.


HE JUMPED UP AND LOOKED AROUND TO FIND THE MOST FRIGHTENING THING HE'D EVER SEEN (AND PETROSAURS ARE NOT EASILY FRIGHTENED)--A TREMENDOUS HERD OF HUGE YELLOW MONSTERS WERE DEVOURING HIS BEAUTIFULL FOREST BEFORE HIS EYES!


SLATER LOOKED AROUND FRANTICALLY FOR A PLACE TO HIDE. LUCKILY, HE WAS ABLE TO FIND A DEEP HOLE.
HE DOVE IN!

ARRIVING AT THE BOTTOM, BATTERED AND BRUISED.....


.... SLATER FOUND A SPACIOUS CAVE....
....WHERE HE SET UP HOUSE-KEEPING AND LIVED PEACE-FULLY FOR A LONG TIME.


BUT NOW IT LOOKS LIKE SLATER'S TROUBLES ARE BEGINNING ALL OVER AGAIN!
WATCH HIM COPE WITH THE PERILS OF LIFE IN AN OIL FIELD AS YOU PLAY OIL'S WELL.

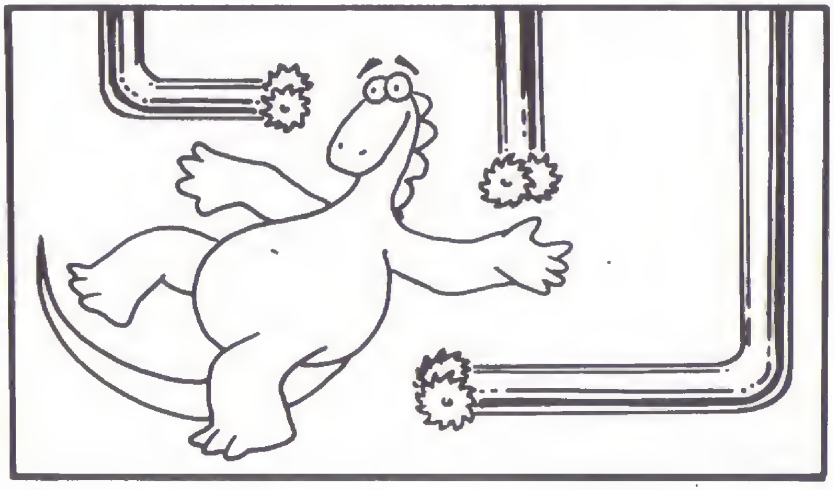
OIL'S WELL

What's the point?

Well, it's like this: Between the layers and layers of the earth's crust are vast, maze-like deposits of oil. Your goal is to guide your drill bit through each maze, guzzling every drop of oil before advancing to the next layer. Sounds easy, huh? Well, it would be, if it weren't for all the land mines and underground dwelling critters that obliterate your drill bits and pipes at every turn. It *won't* be easy, but it *will* be a heck of a lot of fun — *that's* the point!

Your Drill Bit and You

As you play Oil's Well, your drill bit will become a very important part of your life. You'll begin the game with 3 drill bits, and you'll have to take very good care of them; many dangers await each one. The good news is that you'll earn another for every 10,000 points you rack up. Each drill bit has a life span of 990 ticks, so watch the clock!



Oil, That is... (10 points each)

Your mission, should you choose to accept it, is to devour as much of this gooey stuff as you possibly can. Each rectangular 'pellet' in your path represents oil. Oil pellets are worth 10 points each, and you must gobble every pellet on the screen to advance to the next exciting level.

Goblets: Fact or Fiction? (1000 points each)

These super rich, super rare oil deposits (which look a lot like goblets), are worth **1000** points each. They look a lot like goblets for no apparent reason whatsoever.

Land Mines For Fun and Profit

DON'T EAT THE LAND MINES!! Like all *really* exciting oil fields, yours is riddled with these potentially dangerous devices. Land mines, when eaten, will detonate and destroy your beloved drill bit. Land mines can pass through your pipe, however, with no effect.

The Dreaded Critter (20-170 points each)

Critters come in various shapes and sizes; long thin slimy ones, short fat fuzzy ones, with and without legs, arms and various other appendages. They tend to inhabit underground areas rich in oil, so you'll encounter oodles of these horrid little beasties as you drill. Your drill bit will devour any critter foolish enough to get in its way; indeed, critters can be worth up to 170 points each (values increase as you dig deeper). Unfortunately, most critters are the aggressive sort; they'll boldly attack your pipe, destroying large sections of it, and your bit to boot. Retract your pipe quickly if a critter approaches it!

Petromins Are Our Friends

These rare minerals are known to leave a bad taste in the mouths of even the most vicious critters. When you drill through a petromin all

critter activity will be temporarily slowed, allowing you just a *little* more time to mine those elusive oil pellets. **Note: Land mines are *not* deterred by petromins!**

Getting Started

Note: To run *Oil's Well* in 256 color mode, you must have 640K RAM, and you must remove *ALL* TSRs (Terminate and Stay Resident programs). For instructions on how to create a plain DOS 'boot' disk, see page **15**.

It is always advisable to make back-up copies of your master program diskettes to increase the life of the masters and guard against accidents. Follow your computer's instructions to make copies of all game diskettes.

Installing the Game

Place the back-up copy you have made of Disk 1 into your diskette drive. Type the letter of the disk drive you have placed the disk into followed by a colon (for example: **a:**), and press [ENTER]. Type: **install** and press [ENTER].

Answer the onscreen questions using the up and down [Arrow] keys to highlight your selections, then press [ENTER] to select. At any time during the installation procedure, you may press [ESC] to back up one screen and change a selection. You will be asked if you wish to install the game on your hard disk. If you do *not* wish the game to be installed on your hard disk, press **N** to skip this step. If you want to install the game on your hard disk, enter **Y** and follow the prompts.

Choose Your Weapon

During the INSTALL procedure, you will be prompted to select an input device. You may choose between keyboard, mouse or joystick.

Keyboard

If you choose the keyboard, you may wish to redefine or customize your keyboard to fit your preferences. Select **D** to redefine your keys.

The default choices are:

Cursor Keys	Numeric Keypad	=	
Up Arrow	8	=	Up
Left Arrow	4	=	Left
Right Arrow	6	=	Right
Down Arrow	2	=	Down
No Cursor Equivalent	5	=	Stop
Spacebar		=	Retract

Use your selected keys to move your drill bit in the desired direction. To stop your drill bit, press the [5] key. To avoid critters or change paths, use your selected **retract** key.

Mouse

Place the rectangular mouse cursor on the place you wish your drill bit to go, and click with the left mouse button. Click the right mouse button at any time to retract the bit.

Joystick

If you choose the joystick, you will be asked to calibrate your joystick; follow the on-screen prompts to complete the calibration procedure. Move the joystick in the direction you wish the drill bit to go. Press either fire button to retract.

PLEASE NOTE:
Even if you install to a hard disk, the install procedure will write a file named OWCONFIG.DAT to Disk 1. For the installation to be completed correctly, DISK 1 MUST NOT BE WRITE PROTECTED. No other files on Disk 1 are written or changed by the install command.

Loading Instructions

After completing the INSTALL procedure:

From diskettes:

1. Place Disk 1 into the A: drive.
2. Type: **a:** and press [ENTER].
3. Type: **oilswell** and press [ENTER].

From hard disk:

1. From your root directory, type **cd \sierra** and press [ENTER].
2. Type **oilswell** and press [ENTER].

The Self Serve Pump

After the opening cartoon, you may select game difficulty using the [Spacebar] to toggle between choices:

Regular =	**Easy**
Unleaded =	**Medium**
Premium =	**Hard**

When you have set game difficulty to the desired level, you may select a one or two player game. Using the number keys along the top of your keyboard, press 1 for one player, 2 for two players.

Command keys:

Pause	[F1]
Music on/off	[F2]
Sound Effects on/off	[F3]
Toggle CGA Palette	[F4]
Cartoons on/off	[F6]
Restart Game	[F9]
Quit	[F10] or [Ctrl-Q]

Problem Disk?

If you receive a message indicating that you have insufficient memory to run *Oil's Well*, you may have memory resident programs loaded into your RAM memory. You will need to boot your system from a diskette containing your operating system only. Follow these instructions to create a 'Sierra Boot Disk':

Formatting From a Hard Drive

Format a blank disk with DOS system files (using /s) to make a bootable disk:

1. Place a blank disk in drive a:
2. At the C prompt, type: format a:/s
NOTE: If your A: drive is a high density drive and you are using double density disks, you will need to type: format a:/4/s (for 5.25" disks) *or* type: format a:/n:9/s (for 3.5" disks)

Formatting From a Diskette Drive

1. Place your original DOS disk in drive a:.
2. At the A prompt, type: format a:/s (be sure to switch to a blank disk when prompted by the FORMAT program.)
Note: If your A: drive is a high density drive and you are using double density disks, you will need to type: format a:/4/s (for 5.25" disks) *or* type: format a:/n:9/s (for 3.5" disks)
3. Press [ENTER]
4. Respond to DOS prompts.

Now you should create a CONFIG.SYS file on your Sierra Boot Disk, with a files=20 statement. Follow these instructions to create this file:

1. Type: **a:**	[ENTER]
2. Type: **copy con config.sys**	[ENTER]
3. Type: **files=20**	[ENTER]
4. Press **[F6]**	[ENTER]

You should see the message: **1 File(s) copied**. You will now have to re-boot your computer with your new Sierra Boot Disk in the drive. Turn your computer off then on, or press [Ctrl-Alt-Del].

If this does not clear the above messages, call **(209) 683-8989** for technical help. Our technical staff will be happy to help you.

Technical Help (All Systems)

Technical assistance is only a telephone call away.
Call **(209) 683-8989** for convenient, person-to-person service, or if you prefer, you may request assistance by mail. If you choose to write to us with your request, please state your computer type and the nature of your problem.

Disk Replacement Policy

If you find that you need to send for replacement diskettes, send the original disk 1 in the size you need (3.5" or 5.25") to:

Sierra On-Line
P.O. Box 485
Coarsegold, CA 93614
Attention: RETURNS

Be sure to include a note stating your computer type, and the size of diskette you need (5.25" or 3.5").
We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a $5.00 charge for 5.25" diskettes, and a $10.00 charge for 3.5" diskettes.